Zoo Project
November/December 2012
Phase Four – Animations

This is where you train your animals and write the animations for the objects that will be included in your Zoo World. Using your “blueprint” of the zoo, you will now program each of your animals to “perform” at the push of a button or pull of a lever. Keep the movements natural for the animals. That is, no ice skating panda bears, or talking animals.

1. On your student drive, you will open a world and create class level methods for each of your unique animals. All methods should contain parameters if they interact with other objects; this is so you can transfer your “trained” animal onto the USB Zoo to complete the program. You will also program any other games, rides, etc. that will have motions in the zoo. Once these objects are “trained”, save them out to your student drive, so they can be imported into the zoo with all the coded methods.

2. Print out the class level methods that you have created for each object and identify the control structures that you used to animate.

3. Remember: All methods MUST be commented with documentation and elements of programming used within the method; ie. // I used the parameter (---) to be able to assign what object the animal will walk around. //I used the distance function to move the animal to _________ (an object).

Your Completed Group Portfolio is due on November 21st, 2012
NO EXCEPTIONS !!!

All Animal Training and Individual Animations should be completed on your student drive by December 14, 2012